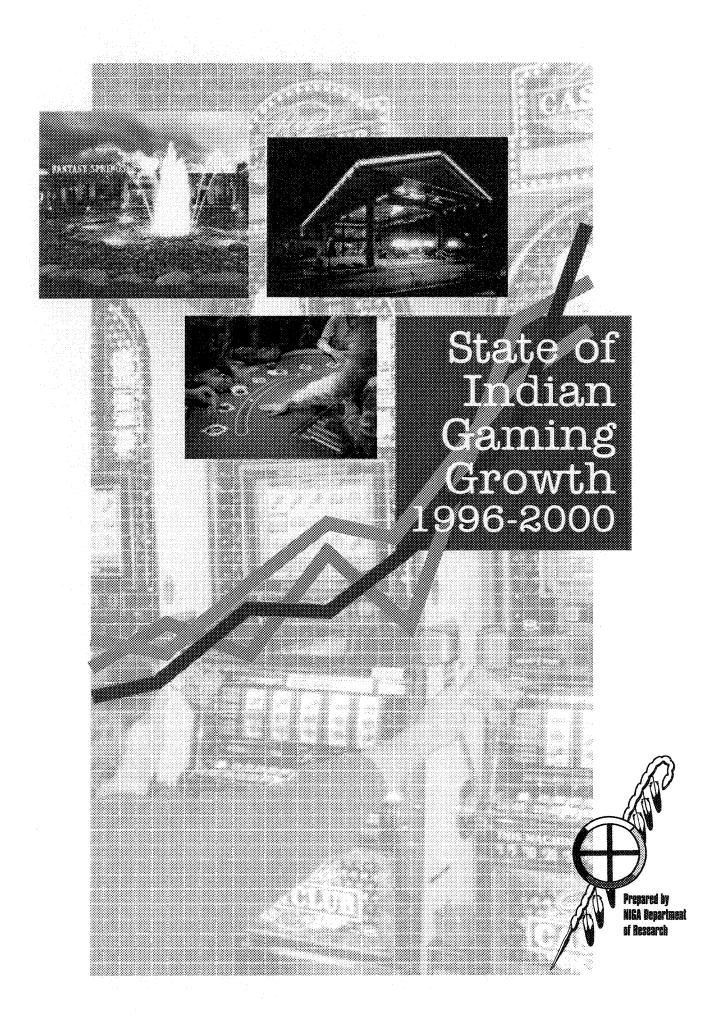
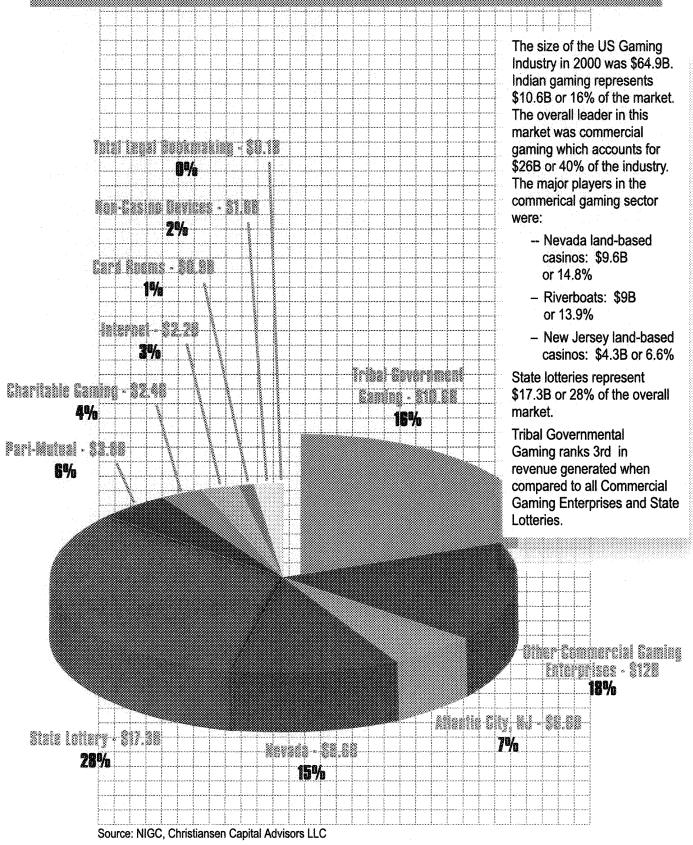
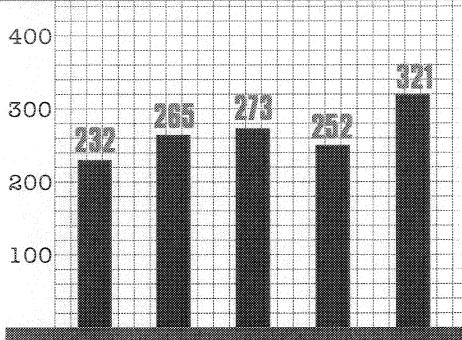
Appendix H: Charts of U.S. and Indian Gaming Industry



Size of Caming Industry in 2000 (\$/8)llions



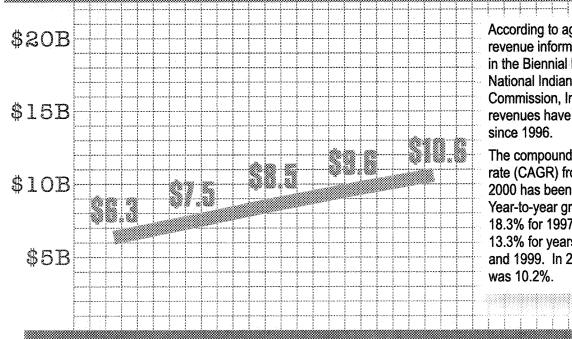




According to the National Indian Gaming Commission, there were a total of 321 Indian gaming facilities conducting either or both Class II and Class III in 2000. These Tribes conduct their gaming operations in 29 states. Tribes in Oklahoma, California, Washington, Wisconsin and Montana account for 178 gaming establishments or 55.5% of the total.

Source: 1997 1998 1996 1999 2000 NIGO

1996-2000 Revenues for Indian Caming Operations (\$/Billions)

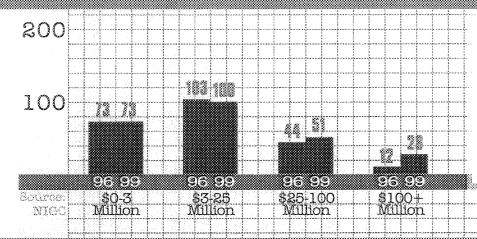


According to aggregate revenue information provided in the Biennial Report of the **National Indian Gaming** Commission, Indian gaming revenues have grown 68.2% since 1996.

The compound annual growth rate (CAGR) from 1996 to 2000 has been 13.9%. Year-to-year growth has been 18.3% for 1997, 13.9% and 13.3% for years ending 1998 and 1999. In 2000 the growth was 10.2%.

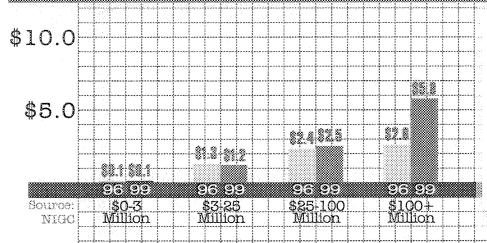
Source: 2000 1996 1997 1998 1999

1999 vs. 1996 - Casimo Operations Growth By Major Category (s/anions)



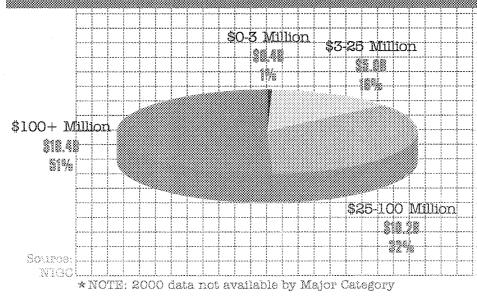
In 1999 the total number of Indian gaming facilities has grown from 232 to 252. This represents a growth of 8.6%. The \$100 Million + category grew from 12 operations to 28, which represents a 133.3% overall growth.

1999 vs 1996 - Casino Revenue Growth By Major Category (s/Billions)



In 1999 the total revenues generated by Indian gaming operations grew from \$6.3 Billion to \$9.6 Billion. This represents a total growth of 52.6%. The \$100 Million + category grew from \$2.6 Billion to \$5.8 Billion, which accounts for a 123% overall revenue increase.

1999 vs 1996 - Total All Indian Gaming Revenues By Major Category



The grand total of all Indian gaming revenues generated by all operations from 1996 to 1999 was \$31.9 Billion. The \$100 Million + category took in \$16.4 Billion or 51% of the revenues over the past four years. The remaining categories took in \$15.5 Billion over the same period. The \$100 Million + category ended 1999 with 28 gaming establishments while the remaining categories ended the year with 224 or 89% of all Indian gaming operations.